PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01032
Item #8858

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

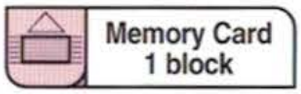
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

2. •••••• Game Start

3. •••••• Controls

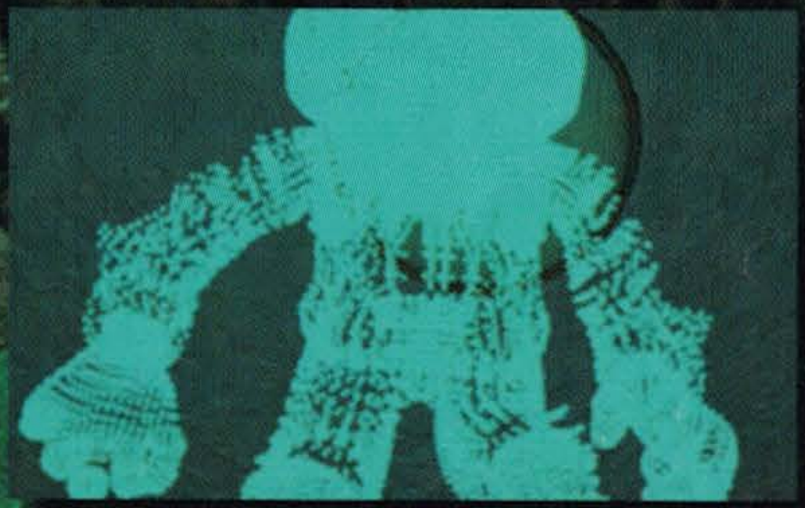
4. •••••• Story and World

6. •••••• Main Characters

8. •••••• Game Flow

9. •••••• Field and Menu

10. •••••• Digimon Status



12. •••••• Player Status

14. •••••• Battle

16. •••••• Raising Digimon

20. •••••• Items

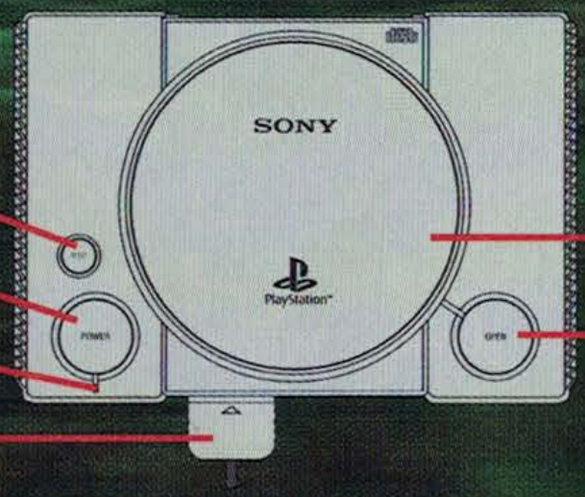
22. •••••• File City

24. •••••• Competition Battle

26. •••••• Tips

GAME START

MAIN UNIT



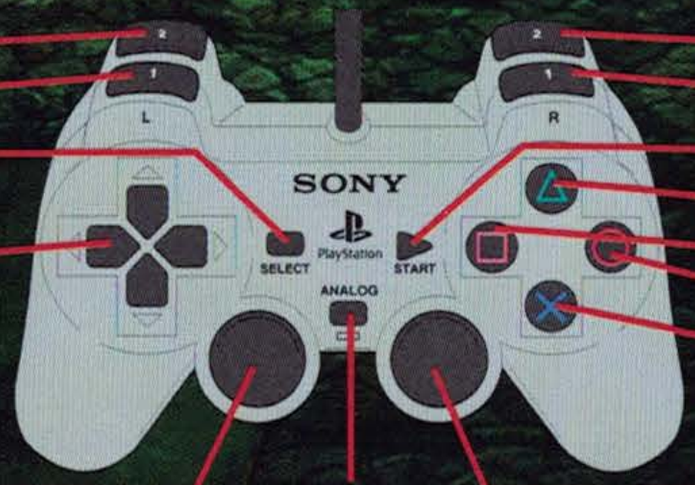
Press the OPEN button on the main unit to open the cover, then place the CD-ROM into the drive. Turn the unit ON. You will see an opening demo, then a TITLE screen.

On the TITLE screen you will be offered four modes to choose from. Use the Directional Pad Up/Down to select, then press ⊗ button to confirm.

TO START A NEW GAME: Select "Start a New Adventure", press ⊗ button to confirm.
TO CONTINUE A GAME: Select "Continue an Adventure", press ⊗ button to confirm.
TO DELETE AN ADVENTURE: You can delete the record of an adventure. Select the port where you inserted a Memory Card and press ⊗ button
TO BATTLE AGAINST YOUR FRIEND: Select "Memory Card Competition Battle" and press ⊗ button.

Don't forget to insert a Memory Card. If you don't use a Memory Card, you will not be able to save your game. Do not attempt to remove a Memory Card from the unit during a game.

CONTROLS



FIELD SCREEN

L1 Button	Not Used
L2 Button	Not Used
Directional Pad	Move Up/Down/Left/Right/ Diagonally; Move the Cursor
Select	Not used
Start	Pause/Restart a Game
R1 Button	If pressed during a move, the Character walks slowly
R2 Button	Not Used
△ Button	Open a Menu; Cancel a Command
○ Button	Not Used
× Button	Talk to a Character; Execute a Command
□ Button	Not Used

BATTLE SCREEN

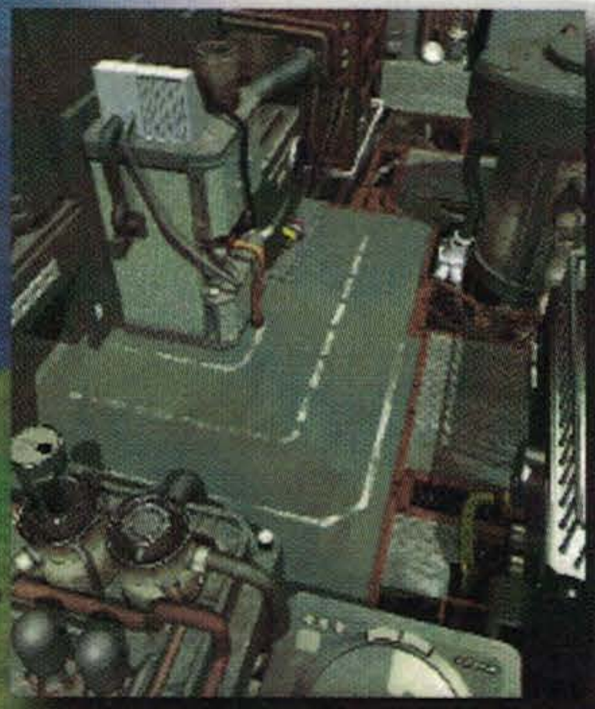
L1 Button	Increase the Special Technique Power
L2 Button	Not Used
Directional Pad	Select a Battle Icon or Item
Select	Switch the Opponent's HP Display On/Off
Start	Pause/Restart a Battle
R1 Button	Increase the Special Technique Power
R2 Button	Not Used
△ Button	Open Item menu; Cancel
○ Button	Not Used
× Button	Execute Command for Battle Icon or Item Selection
□ Button	Use a Special Technique

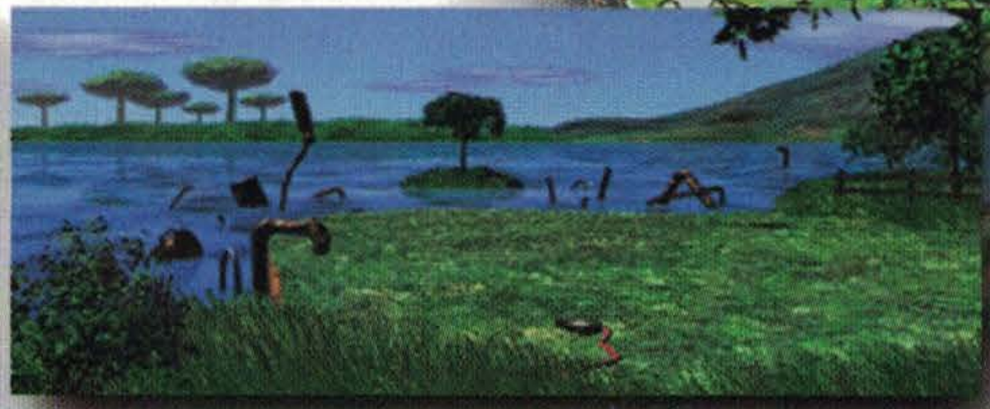
STORY & WORLD

DIGIMON WORLD is a mysterious fusion of the natural world and digital fantasy. At one time, many kinds of Digimon lived together on File Island, but at a certain moment in their history, some Digimon lost the ability to speak. They left File City to wander the various landscapes of File Island.

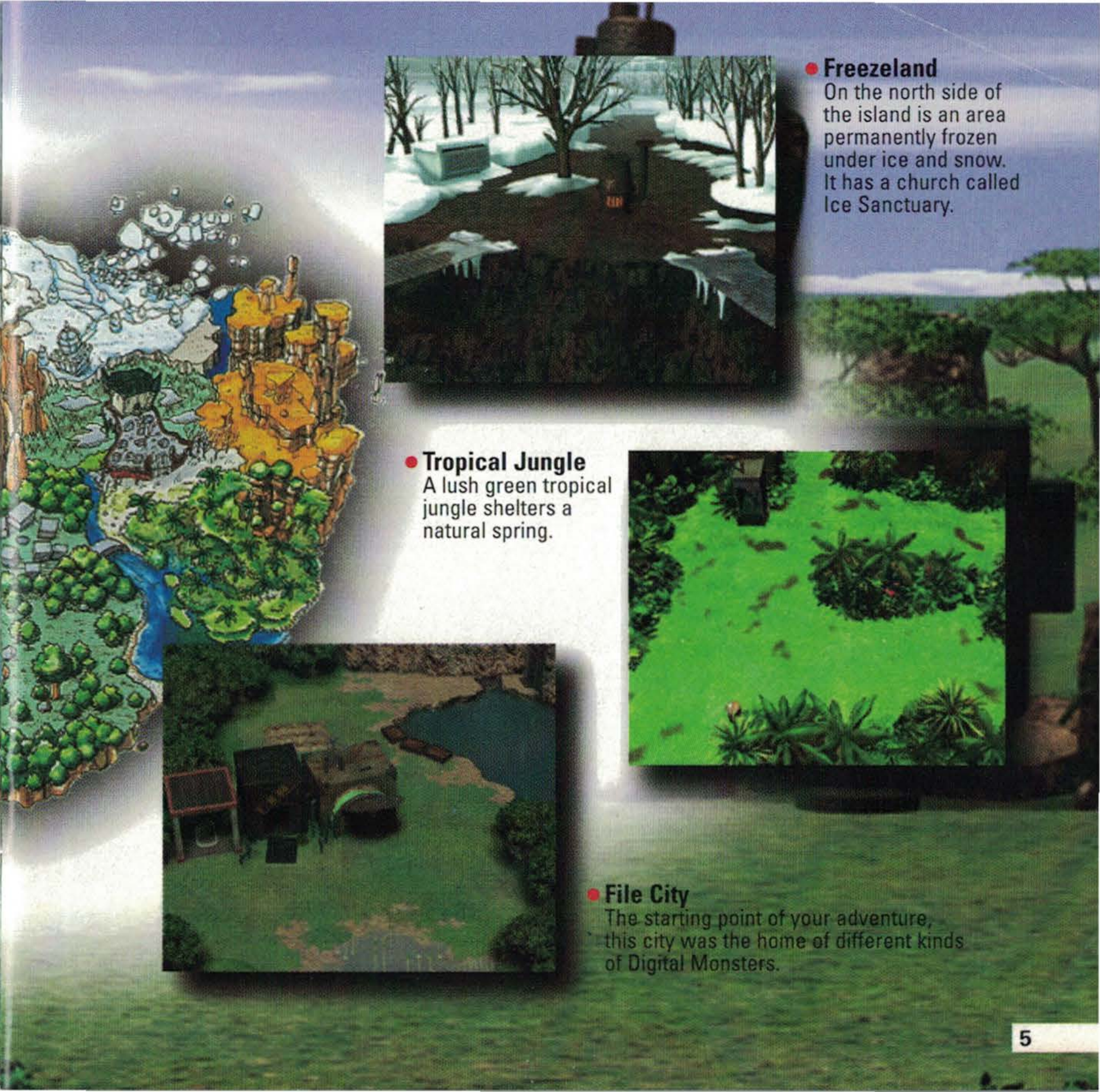
- **Misty Trees**
  A beautiful misty forest is located on the northwest part of the island.

- **Factorial Town**
  A messy and disorderly machine town in which junk and high-tech coexist, Digimon often hide in its sewers.





- **Native Forest**
  A peaceful forest surrounds File City. There is a famous fishing lake (Dragon Eye Lake) to the southwest.



Freezeland
On the north side of the island is an area permanently frozen under ice and snow. It has a church called Ice Sanctuary.

Tropical Jungle
A lush green tropical jungle shelters a natural spring.

File City
The starting point of your adventure, this city was the home of different kinds of Digital Monsters.

MAIN CHARACTERS

- **Player (You)**
  A hip young boy who's really good at raising Digimon.
  His talent causes Jijimon to invite him to Digimon World.

- **Jijimon**
  An Elder, Jijimon lives in File City.
  He looks very old, but nobody knows how old he really is. Although he has the respect of many Digimon, he is not necessarily their leader.

IN-TRAINING DIGIMON

- **Potamon**
  A baby Digimon covered with silky black hair.

- **Koromon**
  A small Digimon, hardly more than a baby, with an innocent personality.

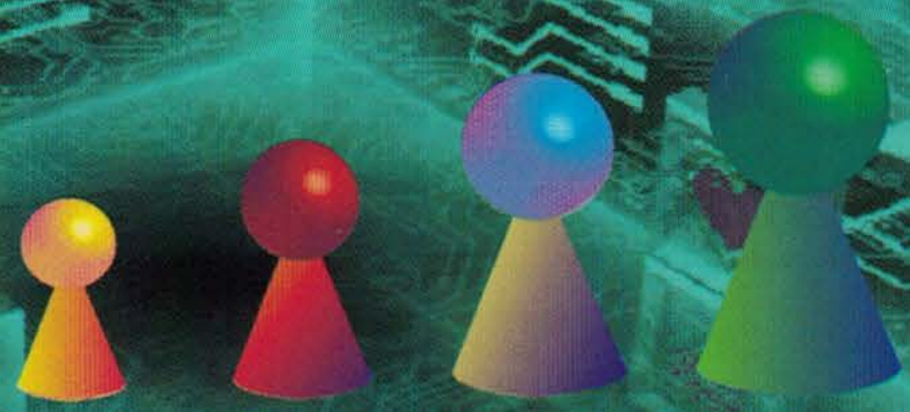
ROOKIE DIGIMON

- **Agumon**
  A two-legged Reptile Digimon with an aggressive streak.

- **Penguinmon**
  A penguin-like Bird Digimon, he can't fly, and he's a bit cocky.

DIGIMON GROWTH

As time passes, Digimon get older and digivolve. How a player raises a Digimon determines his Digivolution.



In-Training ➤ Rookie ➤ Champion ➤ Ultimate

CHAMPION DIGIMON

- **Angemon**
  A lucky Angel Digimon with six shiny wings, he will not tolerate an evil deed.

- **Numemon**
  He likes dark, wet places, and he pelts his opponents with his own poop.

ULTIMATE DIGIMON

- **MetalGreymon**
  Mostly cyborg, he is super aggressive, with the destructive force of a nuclear bomb.

GAME FLOW

HOW TO PLAY

Your purpose in this game is to save Digimon World from danger. This section shows the basic flow of the game. Raise your Digimon partner to become very strong, and bring back to the City those Digimon who have lost their "heart."

FIELD

FILE CITY

SHOP

ARENA

BATTLE

RAISING A DIGIMON

FIELD AND MENU

FIELD SCREEN

In Digimon World, the City and the Field are connected. You can go between them using the Directional Pad. You can also enter a building or a cave from a special entrance.

1. **Clock:** Displays game time.
2. **Player (You)**
3. **Your Digimon Partner**
4. **Happiness Gauge:** Displays how happy your Digimon partner is (see p. 10).
5. **Discipline Gauge:** Displays the discipline level of your Digimon partner (see p. 10).

MENU SCREEN

In Menu screen, you can check your condition or the condition of your Digimon partner. You can also use an Item or raise your Digimon.

1. **Item:** A list of Items you have. (See p. 20–21)
2. **Digimon:** Check condition of your Digimon partner. (See p. 10–11)
3. **Player:** Check condition of the Player (you). (See p. 12–13)
4. **Praise:** Praises your Digimon partner. (See p. 17)
5. **Scold:** Scolds your Digimon partner. (See p. 17)
6. **Sleep:** Sleeps your Digimon partner. (See p. 17)

SAVE A GAME

When you sleep your Digimon partner, you can save the game to your Memory Card.

DIGIMON STATUS

DIGIMON STATUS

In this section, you can check the current status of your Digimon partner and switch his Technique.

PROFILE

1. **Given Name:** Shows the name you gave your present Digimon partner.
2. **Digimon Name:** Shows your present partner's Digimon name.
3. **Age:** Your Digimon partner's age.
4. **Weight:** Your Digimon partner's weight.
5. **Specialty:** Shows your Digimon partner's Specialties (see p. 16). These affect the Techniques he can use.
6. **Type:** Shows your Digimon's Type. Based on your Digimon's Type, opponent Digimon may want to battle. Digimon's Type does not affect the outcome of the battle.

Virus **Vaccine** **Data**

7. **Active Hours:** Shows the time of day your Digimon partner is strong or weak for activity.

CONDITION

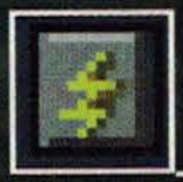
8. **Life:** Each time your Digimon partner loses a battle, this goes down by one. If this goes to zero, he will fade away.
9. **Happiness:** When this is high, a Digimon lives longer, but he will become selfish.
10. **Discipline:** When this is high, a Digimon tends to be more obedient, but his life span gets shorter.
11. **Virus:** When a Digimon goes to the bathroom anyplace but in a toilet, this virus gauge increases. (Watch out!)

PARAMETER

12. **HP (Hit Points):** Like a LIFE gauge. When this goes to zero, your Digimon will fade away.
13. **MP (Magic Points):** Needed to use Techniques. When this goes to zero, your Digimon cannot use any Techniques.
14. **Offensive:** When this is high, Digimon's offense is powerful.
15. **Defensive:** When this is high, Digimon's defense is powerful.
16. **Speed:** When this is high, all your Digimon's actions (like attacking, running, following orders) are done speedily.
17. **Brains:** A smart Digimon can fully carry out your orders.

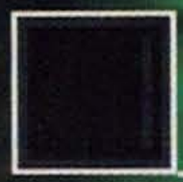
TECHNIQUE SET

In "Technique Set," you can check the Techniques that your Digimon partner presently has. You can set a maximum of 3 Techniques at one time. When you press ⊗ button in this screen, you can enter TECHNIQUE SET mode and you can switch the Technique. By pressing ▣ button in this screen, you can enter HELP mode.

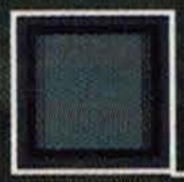


Your Digimon partner's presently set technique.

Techniques your Digimon partner has mastered that are available to be set.



Techniques your Digimon partner cannot master because of his Specialty (see p. 16).



Techniques your Digimon partner has not yet mastered, but once mastered, can be set.

Techniques your Digimon partner has mastered, but cannot be set for his Digimon Specialty.

Technique you are currently trying to set.

AN EXAMPLE OF SWITCHING TECHNIQUE

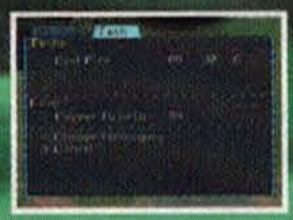
1. Select a Technique to remove.

First, move the cursor to "Fire Tower", one of the Techniques currently set. Press ⊗ button. "Fire Tower" is removed.

2. Select a new Technique.

Next, select a new Technique to set. Let's select "Magma Bomb."

3. Execute the selection.



If you decide "Magma Bomb" is really the one you want, move the cursor and press ⊗ button. Now "Fire Tower" has been replaced by "Magma Bomb."

PLAYER STATUS

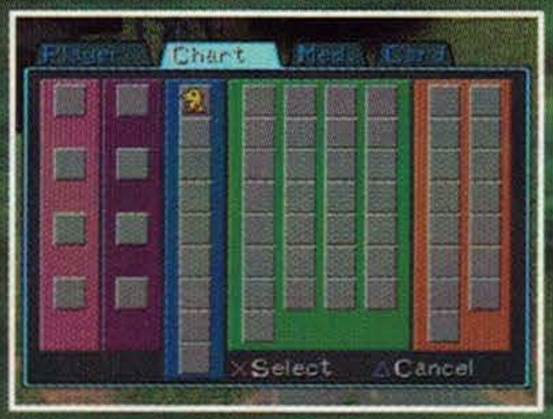
PLAYER STATUS

In this menu, you can check the condition of the Player (You).

1. **Name:** The name of the Player (You).
2. **Tamer Level:** Shows the level of the player's Digimon-raising skill.
3. **Raised Digimon:** The number of Digimon the player has raised.
4. **Money in Hand:** The money the player currently has, in "Bits."
5. **Total Time:** Shows the total time of play.
6. **Special Items:** Special Items that the player has gained during an adventure.
7. **Medals Collected:** The number of medals the player has gained.

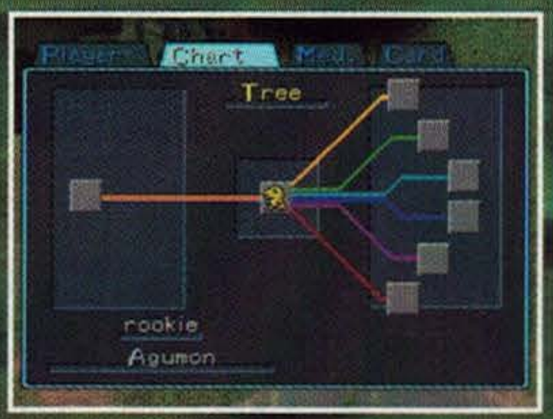
DIGIMON TABLE

Shows all the Digimon a player has raised. Select a Digimon with a cursor and press ⊗ button to show the Digivolution chart.



DIGIVOLUTION CHART

Shows the selected Digimon's growth chart.



MEDAL

You can win a special achievement medal during a game. You get the medal automatically when you click on a certain hidden location while playing. When you win a medal, it shows on this screen.

CARD

Rumor has it there is a shop that sells Digimon Cards somewhere in the huge Digimon World. Here you can see all the Digimon cards you've bought and collected.

FISHING

If you get a fishing rod, you'll be able to fish at Dragon Eye Lake.

How to Fish

1. Select your bait (Food Item).
2. Decide which direction to cast your line.
3. Press ⊗ button to pull back your rod, then press ⊗ button one more time with the force you want to use to cast your line.
4. When a fish takes the bait, press ⊗ button.
5. Reel in the line using ⊗ button. When the tension gauge turns red, the fishing line is about to break, so be careful.

Directional Pad: Use Left/Right keys to select where you want to cast the line.
⊗ **Button:** Use to cast your line, make a fish take the bait, and to reel in the line.

BATTLE

There are other Digimon on the field besides your partner. When you meet another Digimon and it shows the will to fight, a battle will start. During the battle, you can send instructions to your Digimon partner using Battle Icons.

BATTLE SCREEN

1. **Player (You)**
2. **Digimon Partner**
3. **Opponent Digimon**
4. **HP Gauge:** Shows your Digimon partner's remaining "Hit Points" (see p. 10).
5. **MP Gauge:** Shows your Digimon partner's remaining "Magic Points" (see p. 10).
6. **Finish Gauge:** When this gauge is full, your Digimon partner can use his Finishing Technique (see p. 27).
7. **Battle Icons:** By using these icons, you can send instructions to your Digimon partner.

BATTLE ICONS

Your Call! Leave everything to your Digimon partner and let him fight the way he wants.

Technique (max. 3): Tell him to use the Techniques you choose in "Technique Set."

Patience! Instruct your Digimon partner to go on the defensive instead of attacking.

Move Away! Instruct your Digimon partner to back off and keep a safe distance from the opponent.

Change Target! When fighting multiple opponents, you can decide to change which opponent to attack.

Run Away! Run away from the battle. However, you may not be able to run away from all battles.

The Battle Icons change according to the intelligence of your Digimon partner. The Icons shown here appear when your Digimon partner's intelligence is at its highest. There are numerous other icons.

BANDAI AMERICA QUESTIONNAIRE

Dear Bandai Customer,
Thank you for purchasing our product!
In order to help us serve you better, please take a moment to complete the following questi

Q1 Please tell us about the person for whom this product was purchased.

Gender: 1) Male 2) Female

Age:

Q2 How did you learn about this product?

1) Store 2) TV 3) Internet 4) Magazine
5) Radio 6) Other (specify)

_____

*** We would like to hear the answers to the following questions from the person who actually plays the game!

Q3 Who is your favorite Digimon character? (list one)

Q4 Is this game difficult to play?

1) Very difficult 2) Difficult 3) Fair
4) Easy 5) Too easy

Q5 How would you rate this game?

1) Excellent 2) Very Good 3) Good
4) Fair 5) Poor

Q6 What do you like or dislike about this game?

Q7 How many hours per week do you play this game?

Q8 Have you watch

1) Yes

Q9 If yes, what do y

Q10 What is your fav

Q11 Do you own any

1) Yes

Please feel free to wr

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Pokemon merchandise?

2) No

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DIGIMON TECHNIQUES

Each Digimon has powerful and unique Techniques. The Techniques available differ according to your Digimon's Specialty (see p.16). By mastering all the available Techniques, you can gain an advantage in battle. Each Digimon also has at least one Finishing Technique. A Finishing Technique is a powerful Technique a Digimon can use in battle when the Finish Gauge is full.

Techs	② POWER	③ MP	④ RANG	SPEC ⑤
Magma Bomb ①	279	132	L	
Spinning Shot	389	150	L	

1. **Technique Name**
2. **Power:** Offensive Power of the Technique.
3. **MP:** Magic Points spent when the Technique is used.
4. **Range:** Distance from the opponent within which the Technique may be used.
5. **Spec:** Extra side effect on the opponent which may occur when the Technique is used.

STATUS ERROR

Confusion: Digimon is confused and is not able to attack the opponent properly. He will not listen to your commands.
Liquid Crystallization: Digimon turns to a pixel image and only one Technique can be used. No defense is available.
Poison: Digimon's HP (Hit Points) will decrease little by little.
Paralyzed: Digimon becomes paralyzed and won't be able to move.

KNOCKOUT COMA

If your Digimon partner's HP (Hit Points) goes to zero during a battle, he will go down, and the knockout count will appear. If you don't treat the coma by using "Restore Floppy" or some other Item when the knockout count appears, your Digimon partner will not only lose the battle, but will also lose one LIFE. When you lose all LIFE, your Digimon partner will fade away.

RAISING YOUR DIGIMON

HOW TO RAISE YOUR DIGIMON

The Digimon that you raise will age one year every 24 game hours. As he ages, his looks will digivolve as well. How the Digimon digivolves changes in response to how you raise him. By changing how you train or discipline the Digimon, you can change which of the many different Digimon he may digivolve into.

THREE KEY ELEMENTS THAT AFFECT DIGIVOLUTION

1. Care Mistakes: The number of care mistakes made in areas such as food, sleep and bathroom is important. In some cases, you must increase the number of care mistakes in order to make your Digimon digivolve into a particular Digimon.

2. Weight: Digimon's weight at Digivolution makes a difference. If you want your Digimon to digivolve into a big, heavy Digimon, put on weight by increasing his food.

3. Parameters: Digimon's Parameters (see p. 10) at Digivolution are important. If you want your Digimon to digivolve into a strong Digimon, keep his Parameters high.

DIGIMON SPECIALTY

FIRE: Offensive Specialty, uses flame or heat energy as a Technique.

BATTLE: Attacks using physical strength. He's good at increasing his own power.

AIR: Controls the power of wind and electricity. Specializes in overall or indirect attacks.

NATURE: Specializes in using poison or scent. He's good at Special Abilities water.

ICE: Controls water freely and is able to create cold air by freezing.

MECH: Able to control data directly from Digital World. Available only to an Ultimate Digimon.

FILTH: Dirty things such as poop. May be powerful against some opponents.

There is a relationship between each Digimon's Specialty and the Techniques they use. For example, a Digimon with the Ice Specialty would use water in a powerful way, but would use fire weakly.

THOUGHT BALLOON

Your Digimon partner will express his feelings and wants with a thought balloon. Pay attention to the thought balloon and respond as best you can. If you ignore your Digimon, he may sicken and fade away.

Poop: Digimon needs to go to the bathroom. If you don't get him to a toilet in time, he will go in a field, increasing his "Virus" gauge.

Sleep: Digimon wants to go to sleep. Select "Sleep" (see ③ below) from Menu screen. HP and MP levels will fully recover, and your game status can be saved in memory card.

Sickness: Pushing your Digimon physically (like not letting him sleep), may make him sick. Cure him by using the correct Item (see p. 20) or by taking him to a clinic.

Food: Digimon is hungry. Feed him by selecting "Food" from Item screen (see p. 20) and then select "Use."

Injury: When Digimon is attacked in battle, and his HP (see p. 10) is low, he may get hurt. Heal the injury by using the correct Item (see p. 20) or taking him to a clinic.

Tiredness: Your Digimon is very tired. Go to Jijimon's house and see Punimon, so he can rest. HP and MP levels will increase.

Praise: Choose ① to praise your Digimon partner. When you do this, his "Happiness" will increase, but his "Discipline" will decrease.

Scold: Choose ② to scold your Digimon partner. When you do this, his "Discipline" will increase, but his "Happiness" will decrease.

TRAINING

To improve your Digimon partner, training is needed. When you train a Digimon, game time advances 1 hour. Depending on the Digimon's Specialty, some abilities are easy to improve and some abilities are hard to improve. Plan ahead.

Normal Training: Abilities do not increase a great deal, but some improvement is guaranteed.

Bonus Try Training: When successful, abilities increase a great deal. But take care in case the training fails.

TRAINING AT THE GREEN GYM

TRAINING	EFFECT
Strike:	Boosts Offensive Power
Boulder Moving:	Boosts Max HP level
Punch Glove:	Boosts Defensive Power
Running:	Boosts Speed
Classroom:	Boosts Intelligence
Waterfall:	Boosts Max MP level

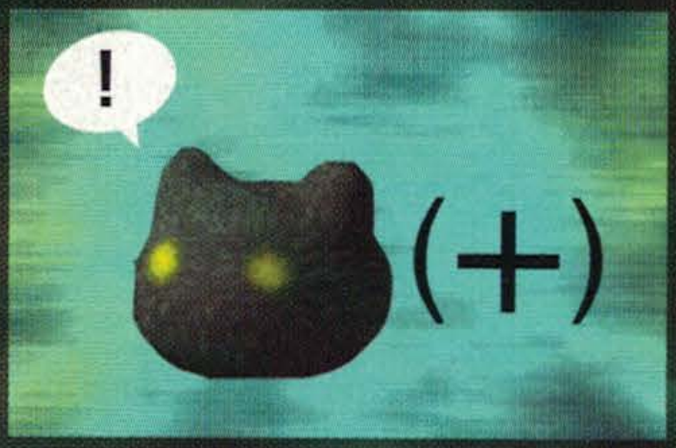
LEARNING A TECHNIQUE

Your Digimon partner can learn Techniques (see p. 11,15) according to his Specialty (see p. 16) while in the course of an adventure. In some cases he will learn Techniques during training, but this is rare. Mostly, he will learn Techniques by watching his opponents use them in battle.

INHERITING CARE DATA

In some cases, Digimon may fade away and be reborn during an adventure. At that time, the Digimon gives birth to a Digitama, a Digimon egg, using his last bit of energy. This Digitama may inherit the Care Data. Care Data is the record of how well you cared for your Digimon.The Digimon's cause of fading away determines whether or not Care Data will be inherited.

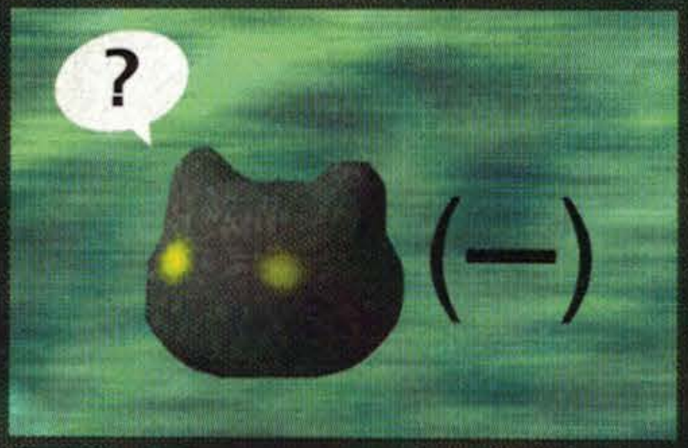
If a Digimon fades away at the end of a normal life span, it will give birth to a good Digitama who inherits all the Digimon's abilities.



All the Techniques the Digimon had learned will be inherited.

A player can choose what kind of Digitama he wants.

If a Digimon fades away as a result of sickness, or if a Digimon loses all LIFE in the course of losing a battle, the Digitama will not inherit most abilities.



Digitama may forget Techniques learned by Digimon.

The kind of Digitama will be chosen randomly.

By letting the Care Data be inherited through many generations, you can raise a powerful Digimon, who has mastered many Techniques.

ITEMS

There are many different kinds of Items. Some recover Digimon's HP (Hit Points) or MP (Magic Points). Some increase his power. You can obtain Items by simply picking up Items found, or buying them at a shop. Here are some Item examples:

RECOVERY ITEMS

ITEM NAME	EFFECT
Recovery Floppy	Recovers HP (Hit Points)
MP Floppy	Recovers MP (Magic Points)
Double Floppy	Recovers both HP and MP
Various Floppy	Cures Status Errors (see p. 15)
Omnipotent Floppy	Cures Status Errors Recovers HP, MP
Protection Floppy	Protects Digimon in battle
Restore Floppy	Cures Knockout Coma (see p. 15)
Bandage	Cures an injury
Medicine	Cures an injury (or sickness)

FOOD ITEMS

ITEM NAME	EFFECT
Meat	Basic food, satisfies hunger
Blue Apple	Makes Digimon happy

OTHER ITEMS

ITEM NAME	EFFECT
Auto Pilot	Return to City fast
Portable Toilet	Poop anytime, anywhere

BATTLE POWER ITEMS

ITEM NAME	EFFECT
Offense Disk	Boosts Offensive Power in battle
Defense Disk	Boosts Defensive Power in battle
Hi-Speed Disk	Boosts Speed in battle
Omnipotent Disk	Boosts all battle abilities

PERMANENT ABILITY ITEMS

ITEM NAME	EFFECT
Offense Chip	Boosts maximum Offensive Power level
Defense Chip	Boosts maximum Defensive Power level
Brain Chip	Boosts maximum Intelligence level
Speed Chip	Boosts maximum Speed level
HP Chip	Boosts maximum HP (Hit Point) level
MP Chip	Boosts maximum MP (Magic Point) level

DIGIVOLUTION ITEM

When you give a Digivolution Item to your Digimon partner, he can digivolve regardless of his condition. However, you cannot give a Digivolution Item to an In-Training Digimon. Some Digivolution Items can only be given to a Champion Digimon.

ITEM NAME	EFFECT
Grey Claws	Digivolve to Greymon
Fireball	Digivolve to Meramon
Black Wing	Digivolve to Devimon

(There are many more Items than the ones shown above.)

FILE CITY

File City is the first place in Digimon World that you, the Player, will visit. In the beginning, it is deserted and lonely because there are very few Digimon still living there. So, in order to bring back the Digimon who've left File City, it's up to you and your Digimon partner to battle, persuade, and befriend them. As you gain more friends, they will open up shops that can provide you with useful Items, and the City will again flourish.

SHOPS

ITEM KEEPER

This is a shop Agumon opens when the City grows. They will hold Items for you that you can't carry.

ITEM SHOP

They sell all kinds of Items including many different floppies. You can also sell your Items here.

WARP SHOP

Useful shop where they send you to any place in the world instantly. You can proceed easily to the next adventure.

File City will develop and more shops will open as more Digimon return to the City. Go back to the City from time to time and you'll find new shops and services.

ARENA

As the city grows, many shops and services will open. One of the most important is the Arena. Here you can have your Digimon compete against other Digimon who've come to the City for a tournament. The size and frequency of the tournaments held will increase as the City develops.

HOW TO PARTICIPATE IN A TOURNAMENT

1. REGISTER AT THE RECEPTION DESK

When you register at the Arena reception desk, you can choose a tournament by checking the tournament schedule. Depending on the tournament, contestants must qualify by meeting requirements such as Digimon Specialty (see p. 16) or generation. If the Digimon does not meet the requirements, he may not be able to compete. Registration takes place the day before or the morning of the tournament.

2. ENTER THROUGH THE GATE AT GAME TIME

Once you finish registration, go to the Arena. To compete, the Digimon must enter through a Contestant Gate. Do not be late. Lateness will result in not being able to compete.

WARNING!

1. If, due to Digivolution or some other reason, your Digimon partner digivolves between the time of registration and the start of the tournament, he will not be allowed to compete.
2. If the match results in a tie, your Digimon partner will be declared the loser.

COMPETITION BATTLE

BATTLE WITH FRIENDS

Have a battle with a friend! In a Memory Card Competition Battle, you can use the Digimon data saved in a Memory Card and have the Digimon you raised fight against a Digimon your friend raised.

HOW TO SAVE YOUR DIGIMON'S DATA FOR COMPETITION BATTLE

In order to play Memory Card Competition Battle, first you have to register (save) the Digimon you raised. You can register using the Save Machine in Jijimon's house. However, you cannot register an In-Training Digimon.

BATTLE MODE

SINGLE BATTLE

One-on-one Digimon battle. Players use Controllers 1 and 2 to give orders to each Digimon.

TEAM BATTLE

Three-on-three or five-on-five team battle. Take on one Digimon at a time.

MEMORY CARD COMPETITION BATTLE FLOW

1. LOAD MEMORY CARD
Insert the Memory Card containing the data of the Digimon you want to compete against and load the data.

2. SELECT BATTLE MODE
Select a Battle Mode. There are three modes: Single Battle, 3-on-3 Team Battle, and 5-on-5 Team Battle.

3. SELECT A STAGE
Select a stage for the match.

4. SELECT A DIGIMON
From among the registered Digimon, select and confirm the Digimon you want to use for the match. When you finish selecting, both players must press the START button.

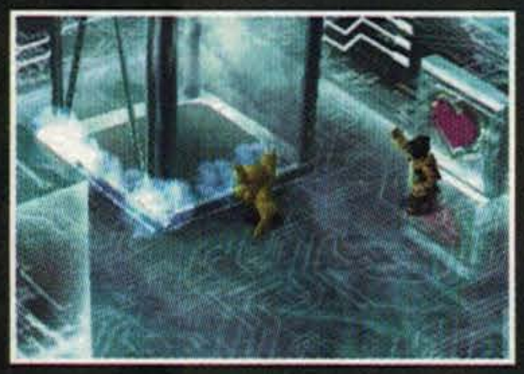
5. START THE BATTLE!
Competition Battle is similar to Arena Battle as played in the regular game. Players give orders to their Digimon using the controller (see Pages 2-3).

6. VICTORY AND DEFEAT
Results will be displayed on screen. When time runs out, the Digimon who does more damage to the opponent wins. In Team Battle, the team with more winning players wins. Win or lose, players' abilities will not change.

RAISING YOUR DIGIMON

TRAINING

At first, all training will be done in the Green Gym, but there are other training facilities and the effects are different.



MEMORY CARD COMPETITION BATTLE

You can save competition battle data anytime. When you raise a strong Digimon, save often.

DIGIMON DIGIVOLUTION

Digimon digivolve to many different Digimon depending on how you raise them. Using Agumon as an example, here is how your care will affect his Digivolution.

EXAMPLE: AGUMON'S DIGIVOLUTION

Greymon: In order to make Agumon digivolve to Greymon, he has to have a regularly scheduled lifestyle and high parameters!

Meramon: If Agumon has a tight body, high offensive power and a non-routine lifestyle, he will digivolve to Meramon.

Monochromon: If Agumon has a heavy body and high HP, he will digivolve to Monochromon who has good defensive ability and high intelligence.

SPECIAL DIGIVOLUTION

While Digimon Digivolution is affected by your care, when certain conditions are met, Digimon may mutate. We call this Special Digivolution. It does not fit into the normal Digivolution time or chart, but you can still make them digivolve in a regular way after such mutation.

PARAMETERS CAN INCREASE AS A RESULT OF BATTLE

Although not as much as through training, your Digimon partner's Parameters (see p. 10) will grow a little after winning a battle.

USE FINISHING TECHNIQUE WISELY TO DEFEAT AN OPPONENT

When the Finish Gauge becomes full, your Digimon partner will be able to use his Finishing Technique (see p. 14, 15) by pressing ▣ button. Rapidly pressing L1 and R1 buttons one after the other, while your Digimon partner lights up, will increase his power. Since there is no way to defend against a Finishing Technique, if you use it successfully, you might be able to come from behind and win!

CONSIDER THE OPPONENT'S SPECIALTY AND USE TECHNIQUES ACCORDINGLY!

Each Digimon has certain Specialties (see p. 16) which make him stronger at some Techniques (see p. 11, 15) and weaker at others. He is also able to defend himself from some Techniques better than others. It might be wise to set Techniques from which the opponent Digimon has trouble defending himself.

ACCESS DIGIMON WEB!

Digimon Web is a home page that Bandai has created for Digimon fans. Here, you can find the latest Digimon news and interact with other Digimon fans. Visit anytime!

www.digimon.com

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To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Bandai America Incorporated.
   Consumer Service Department
   5551 Katella Avenue
   Cypress, CA. 90630

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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